

Adventures In Jimland

Where Anything Can Happen

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Version 17

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What You Need to Play the Game

- Individually mounted figures.
- Individually mounted animals.
- D20, a twenty sided dice numbered from 1 to 20. One per player.
- D6, a six sided dice numbered from 1 to 6. Two per player.
- D3 a three sided dice. Use a D6 where 1,2 = 1; 3, 4= 2; 5, 6 = 3. Or make them from wooden blocks from a craft store. One per player.
- Random direction dice. 1 per player. You can make them from small wooden blocks from a craft store. Paint them black and then put one white arrow in each side. They are used to determine random directions. One per player.
- Measuring device, preferably a flexible tape measure. One per player.
- Terrain, as plain or fancy as you like. Types of terrain are Jungle areas, Rough areas, and Streams.
- EVENT Cards, NATIVE Cards, and ANIMAL Cards. Make your own using business cards or 3 x 5 cards. They don't have to be fancy, just legible.
- A person to be the Game Master (GM), or not. The game can be played 100% solo.
- Blank maps and roster sheets for the Expedition Players.
- Pencils and paper for notes, etc.

Terms

<=	The symbol "<=" means less than or equal to.
>	The symbol ">" means greater than.
BAD THINGS	Are Hostile Natives and Tribals, animals, and other things the GM may introduce as Bad Things. You can use Lizardmen, Pygmies, Skeletons, and Mad Scientists, just to mention a few Bad Things.
BOARD	The 30" x 30" area where Encounters are played out using the figures.
DIE ROLLS	The results of rolling one or more dice. If more than one of any dice is rolled their results are added for the final result. Die rolls are never adjusted. The target number you are trying to roll less than or equal to is adjusted.
ENCOUNTERS	Things that must be played out on the Board.
EVENTS	Things that require an action by the players. They require die rolls and looking up results on tables.
EXPEDITION PLAYER	The player currently moving his Expedition.
EXPLORERS	Explorers are the personality figures of the game.
GAME MASTER (GM)	The person who is running the game, but not necessarily playing in it.
HAND WEAPONS	Are all weapons that are not Missile Weapons.
LOS	Line of sight is a straight line from the top of one figure's head to the top of another figure's head. Line of sight is blocked by figure bases and terrain as explained by the Rules and/or Game Master before starting the game.
MISSILE WEAPONS	Are the weapons that throw a missile of some sort. In our game missile weapons are Blowguns, Bows of all types, Javelins, Pistols, Rifles, Shotguns, and Slings.
NATIVE PLAYER	The player who runs things that the current Expedition player encounters.
NATIVES	The term Native is used generically throughout the rules for both Native and Tribal. If something is specific to Tribals the term Tribal will be used. Natives are the "more civilized" type, for example Northwest Frontier Pathans or natives in the Sudan. They use guns when they can get them. Tribals are the "less civilized" type, for example any "B" movie African Tribe or Zulus. They never use guns, preferring the traditional spear and shield and man-to-man combat.
OTHERS	Others are all the other non-Explorer figures in your Expedition. Others include Soldiers, Askaris, Bearers.
PRE-MEASURING	Pre-measuring is measuring something on the Board before making a decision or taking an action. Pre-measuring is allowed at any time.
SKILL ROLL	This means rolling a D20. Rolling <= the target number is SUCCESSFUL. Rolling > the target number is FAILURE. ALL Skills use this procedure when called on by the rules for a Skill test of any sort.

Game Play

The game works best when the Expedition Players play in pairs. One Player runs a turn for his Expedition while the other Player is the Natives, running the things the Expedition side encounters. At the end of an Expedition Player's turn, they switch roles. Continue this sequence till the Expeditions are wiped out or return to their START square.

Recommended game length is TWO HOURS. At the one hour mark let the Expeditions know they should start heading back to their START squares.

Expeditions

Expeditions are a group of figures that act together. The controlling player may dismiss any members of an Expedition at the start of his turn before drawing his EVENT card. The Leader of the Expedition cannot be dismissed.

There is a definite hierarchy in an Expedition. The pecking order is, from top to bottom:

1. Explorers.
2. Soldiers.
3. Askaris.
4. Bearers.

If Bearers are in the Expedition, they must be assigned the loads to be carried. They can only fight to defend themselves and may not attack.

If you have more loads than Bearers, you may work your way up the Expedition hierarchy, assigning Loads to Askaris, then Soldiers, and then Explorers. Desperate times call for desperate measures.

If a figure is a BEARER with or without a Load or a NON-BEARER assigned a Load to carry, it

1. cannot shoot
2. can only fight to defend itself

Size Limitations

The limits listed below apply at ALL times including when hiring bearers from friendly Natives.

EVENT Cards may have extra figures join your Expedition. This is allowed even if you go over the size limits listed below. EVENT cards are the only way to add figures over the size limits. Once over the size limits due to EVENT cards you do not have to reduce your Expedition size unless you want to.

Type	Minimum	Maximum
Leader Explorer	1	1
Additional Explorers	0	4
Soldiers and Askaris combined total	0	9
Combined total of ALL NON-BEARERS above	1	10
Bearers	0	20

Leader

Each Expedition starts with a designated Leader. If the Leader is killed in the course of the Expedition a new Leader must be appointed from the remaining Explorers in the Expedition. When the Expedition returns to Jimville, you may keep the new Leader or you may return the figure to being a non-leader Explorer and create a new Leader by paying the point cost. See Create Explorers.

No Explorers

If your Expedition is reduced to zero Explorers, it is disbanded. The Expedition is over. You will continue to play the game as the Native Player. You continue to draw EVENT cards, then simply discard it. This helps to cycle through the cards.

Outfitting an Expedition

To start their first Expedition each Player begins with a sum of money as directed by the GM. A recommended first Expedition starting amount is \$300.

Subsequent adventures by a Player's Expedition are financed with the money earned during previous adventures of that Expedition. That's what you're here for, Fame and Fortune. Using your money you hire your new Expedition following the steps below.

1. Create Explorers.

Explorer Members of an Expedition cost variable amounts of money depending upon their Skills. Total an Explorer's Basic Skills and the cost of any special Skills. This is the cost in dollars for that Explorer. All Skill values must start with a value of the permitted maximum or less. See Increasing an Explorer's Skills. How you assign your points is up to you.

The Leader gets **28** points to start with for his Skills.

Additional Explorers get **23** points to start with for their Skills.

After your initial Expedition your surviving Explorers will automatically be in your next Expedition. You do not have to pay for them again. You may hire new Explorers if you want to, keeping in mind the Expedition size limitations.

Basic Skills

The Basic Skills are used by ALL figures in the Expedition. EXPLORERS you create have their Basic Skill values set by you. OTHERS have their Basic Skill values determined by the charts below. The Basic Skills are SAVE, SHOOT and FIGHT. All figures have a MOVE of 8" unless indicated otherwise in the rules.

BASIC SKILLS CHART				
Skill	Cost	Start At	Maximum	Notes
SAVE	start value	start value	18	Every figure has this Skill
SHOOT	start value	start value	12	Every figure has this Skill
FIGHT	start value	start value	12	Every figure has this Skill

Special Skills

ONLY EXPLORERS may have a Special Skill. The point cost is added to the cost of the figure. The Special Skill Chart is shown below. Special Skills are explained in detail in the appropriate rule sections that follow. A single Explorer may have ONE Special Skill. A Special Skill can only exist ONCE in an Expedition. For example, an Expedition may have ONLY ONE Explorer with the Scout Skill, ONLY ONE Explorer with the Hunter Skill, etc.

An Explorer must be given his Special Skill when you create him, not after completing an Expedition or two. You can't become a Biologist out of thin air. See the Explorer Pool optional rule if you want to run a stable of Explorers and use all the Special Skills.

SPECIAL SKILLS CHART			
Skill	Cost	Start At	Maximum
Anthropologist	25	5	10
Archeologist	25	5	10
Biologist	25	5	10
Botanist	25	5	10
Doctor	25	5	10
Geologist	25	5	10
Hunter	25	10	14
Interpreter	25	5	14
Missionary	Free	1	5
Paleontologist	25	5	10
Prospector	25	5	10
Scout	25	10	14

Special Skill: **Anthropologist**

Cost: \$25

Minimum value: 5

Maximum value: 10

How it works: After Cashing In, you may use the Anthropologist Skill. If successful, you get \$50 per NEW SPECIES of PRIMATE discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: **Archeologist**

Cost: \$25

Minimum value: 5

Maximum value: 10

How it works: After Cashing In, you may use the Archeologist Skill. If successful, you get \$50 per NEW RUIN discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: Biologist
Cost: \$25
Minimum value: 5
Maximum value: 10
How it works: After Cashing In, you may use the Biologist Skill. If successful, you get \$50 per NEW SPECIES of ANIMAL (non-dinosaur) discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: Botanist
Cost: \$25
Minimum value: 5
Maximum value: 10
How it works: After Cashing In, you may use the Botanist Skill. If successful, you get \$50 per NEW SPECIES of PLANT discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: Doctor
Cost: \$25
Minimum value: 5
Maximum value: 10
How it works: You may use this Skill when an Explorer fails a Save Skill roll and that failure would result in their death. Select ONE presumed dead Explorer. Make a Doctor Skill roll. If successful, the presumed Dead Explorer is revived. If failed, the Explorer is dead. Move on. Any TWO Expedition members are required to carry the revived Explorer back to your START square. Those carrying a revived Explorer CANNOT carry a Load, or Shoot, or initiate Fighting while carrying the revived Explorer. The Expedition can only make a MAP move every other turn as long as the revived Explorer is with the Expedition. Alternate No MAP move and MAP Move until you get back to your start square, or after carefully looking all around you may dump the lump and move normally. "The needs of the many outweigh the needs of the few." Ever Forward.

Special Skill: Geologist
Cost: \$25
Minimum value: 5
Maximum value: 10
How it works: After Cashing In, you may use the Geologist Skill. If successful, you get \$50 per NEW GEOLOGICAL FEATURE discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: Hunter
Cost: \$25
Minimum value: 10
Maximum value: 14
How it works: You may use this Skill if you have no Food you. If successful, the Hunter managed to get enough Food to feed the entire Expedition and no one starves this turn. If failed, the Expedition still has No Food. See Consume for details.

Special Skill: Interpreter
 Cost: \$25
 Minimum value: 5
 Maximum value: 14
 How it works: You MUST use this Skill when determining Native Reaction to your Expedition. If successful, the natives are more likely to be friendly. If failed, the natives are more likely to be hostile. See Determine Native Reaction for details.

Special Skill: Missionary
 Cost: Free
 Minimum value: 1
 Maximum value: 5
 How it works: You MUST use this skill when your Expedition encounters Natives or Tribals. Instead of the normal Determine Native Reaction rolls using the cards, the Explorer with the Missionary skill MUST try to convert the Natives. The Explorer makes a Missionary Skill Roll. If successful, the Natives are Friendly. If failed, the Natives attack, go directly to the Resolve Hostile Reaction phase. This Skill is ONLY used for Natives and Tribals. An Explorer with the Missionary Skill may only carry a pistol, if they carry a weapon at all. Every successful use of the Missionary Skill earns the Expedition 4 Loot loads as the natives offer gifts to the Missionary.

Special Skill: Paleontologist
 Cost: \$25
 Minimum value: 5
 Maximum value: 10
 How it works: After Cashing In, you may use the Paleontologist Skill. If successful, you get \$50 per NEW SPECIES of DINOSAUR discovered during this Expedition due to publication of your find drawing great acclaim. If failed, your find failed to spark much interest.

Special Skill: Prospector
 Cost: \$25
 Minimum value: 5
 Maximum value: 10
 How it works: You may use this Skill only in a MOUNTAIN square. INSTEAD of a Map move, you may use the Prospector Skill. If successful, you find a valuable deposit. Roll a D20 and consult the chart below. If failed, nothing is found.

Prospector Table	
D20 Roll	Deposit Found
1 – 2	X-Rock deposit (4 loot)
3 – 4	Diamonds (3 Loot)
5 – 7	Gold (2 Loot)
8 – 10	Silver (1 Loot)
11 - 20	Fools Gold, no value.

Special Skill: **Scout**

Cost: \$25

Minimum value: 10

Maximum value: 14

How it works: You use this Skill in two ways.

1. When in a MOUNTAIN square. See Map Move for details.
2. When attacked by hostile forces. See Resolve Hostile Reaction for details.

Increasing Skills

An EXPLORER'S Basic Skills or Special Skills may be increased at the end of each Expedition. EACH Expedition EXPLORER may have ONE and ONLY ONE Skill increased by one point. The number of increases available is determined by the success of the Expedition. See Cashing In.

Example of Creating a Explorer

For example, you create a non-leader Explorer, John, who has 23 points to spend. You allot 13 to his SAVE Skill, 6 to his SHOOT Skill and 4 to his FIGHT Skill. You also make him the Scout for an additional cost of \$25. So John, the Scout, cost $23 + 25 = \$48$. His SCOUT Special Skill starts at 10. He is armed with an R36.

Weapons

The standard weapon for Explorers you create is an R 36, which is shorthand for a Rifle with a range of 36". However, it is more colorful to occasionally give an Explorer a different weapon, perhaps to match what the figure is actually carrying. Listed below are some alternative weapons.

Weapon	Code	Range	Notes
Blowgun	BG 12	12"	Poison dart, Target -2 SAVE if Hit
Bow	B 24	24"	All types. Target +1 SAVE if Hit.
Hand Weapons	HW	0"	General non-missile hand weapons such as clubs, swords, axes, spears, knives, bare hands, etc.
Javelin	J 12	12"	Can shoot (throw) and move/fight in same turn.
Pistol	P 12	12"	Any type
Rifle	R 36	36"	"Modern" Bolt Action, the default Explorer weapon.
Rifle	R 24	24"	"Old" Breech Loader
Shotgun	S 18	18"	+1 SHOOT if range is less than 6"
Sling	SL 18	18"	Target -1 SAVE if Hit

When you create your Explorers you select their FREE weapon. ONE WEAPON PER EXPLORER.

Others are armed according to the Others Cost and Skill table.

Natives are armed as noted on the Native cards.

2. Hire Others.

Other members' cost is indicated in the chart below. Each Player can hire as many Others as they want and can afford within Expedition Size Limitations.

- Soldiers Good steady fighters, used to protect the Expedition
- Askaris So-so fighters used to protect the Expedition, more prone to desertion.
- Bearers Bearers are the guys that lug everything around for the Expedition. Bearers are designated by the Load they are carrying; FOOD, TRADE, LOOT, or EMPTY.

Bearer figures are not marked in any way as to what loads they are carrying. When Events or action on the Board call for the loss of Bearers and therefore their Loads, roll on the LOSE A BEARER Table to randomize the loss. This eliminates a lot of paperwork and strange tactics during combat.

You can hire Bearers WITH a FOOD or TRADE Load can only in Jimville.

You can hire EMPTY Bearers when you encounter friendly Natives, not Tribals.

All Bearers that join your Expedition due to EVENT Cards are EMPTY Bearers.

Bearers whose Load was used or lost during the game become EMPTY Bearers. Food Loads are consumed each turn thus making the Bearer into an EMPTY Bearer. Sometimes Events will call for Loads to be stolen or otherwise lost. The Bearers carrying these items will become EMPTY Bearers.

When Events call for a Bearer to be lost, the Bearer is lost along with his Load. Who and what is lost is determined by rolling on the LOSE A BEARER Table.

LOOT Bearers cannot be hired. They are simply Bearers who are carrying Loot as their Load.

- Pack Animals Beasts of burden. See the Optional Pack Animal rules for details.

After initial purchase, the worksheet becomes your record of what Bearers are carrying what Loads while your Expedition explores the Wilds of Jimland. Simply keep the numbers in the Load rows correct.

OTHERS Cost and Skills						
	W	Save	Shoot	Fight	Loads	Cost
Soldier	R 36	8	5	5	1	18
Askari	R 24	5	4	3	1	12
Bearer	none	3	-	2	1	5

Note the number of Loads each type of Other can carry. Everyone can carry only ONE Load.

Loads

After hiring Others, you buy Loads for your Expedition. Food and Trade are available when you are outfitting your Expedition. Buy enough to give all your Bearers something to carry when you head out into the Wilds of Jimland. Empty Bearers are a useless purchase. They will become empty Bearers soon enough. You have been warned.

LOADS		
Item	Cost	Notes
FOOD	5	1 Food will feed 10 non-bearer members or fraction thereof for 1 turn. Can be bartered anywhere or sold in Jimville.
TRADE	5	Can be bartered anywhere or sold in Jimville.
LOOT	n/a	Cannot be purchased. Usually found in the Wilds of Jimland. Can be sold only in Jimville.

3. How Much Is Left?

Fill in the worksheet to see what you have left, if anything. It is wise to take some money with you into the Wilds of Jimland. It is useful in purchasing Food, Trade, and Bearers from Friendly Natives. But then some Explorers like to live on the edge. A sample worksheet is shown below.

Starting Cash		324
New Explorer Cost	147	
Others and Loads Cost	160	
Total Cost	307	307
Cash on Hand		17

4. Where Do You Start?

The players must have a blank map of a type determined by the GM.

First game by an Expedition

Pick any square on the OUTSIDE edge of the map, or a square as directed by your GM, and mark it as your START square.

If using the "terrain generator", place a token in the top center Jungle box on the Terrain Type Chart.

Subsequent games by an Expedition

You may START at ANY Square your Expedition has PREVIOUSLY EXPLORED.

If using the "terrain generator", place a token in the middle box of the terrain type on the Terrain Type Chart that matches the terrain of the chosen Start square.

5. How Does It End?

The game ends when your Expedition is wiped out, loses all its Explorers, or returns to its START Square. When one player ends his Expedition he continues playing the Native Player role until the other Expedition ends.

6. Set Up

1. Shuffle EVENTS Cards and place the deck somewhere convenient for the Players. If the deck is used up during play, simply reshuffle the cards and continue.
2. Shuffle NATIVE Cards and place the deck somewhere convenient for the Players. If the deck is used up during play, simply reshuffle the cards and continue.
3. Shuffle ANIMAL Cards and place the deck somewhere convenient for the Players. If the deck is used up during play, simply reshuffle the cards and continue.
4. Start the game turn sequence with a player chosen however you want. Have Fun. Enjoy the Scenery. Do not feed the Animals.

Turn Sequence.

1. Dismiss Expedition Members.

You may dismiss any members of your Expedition except the Leader. You may dismiss as many members as you want.

2. Draw One EVENT Card.

Draw an EVENT card. Resolve the Event. It should be self-explanatory, but if it isn't ask the GM to explain what you need to do.

Two EVENT card examples are shown below. Each card contains all the information necessary for their use.

Card 1 below tells the Expedition that they have discovered Ruins which is worth money when you Cash-In. The Archeologist note is a reminder that this Skill earns extra money at Cash In time.

Card 27 causes the Expedition Player to roll a D3 to see how many Expedition Bearers run away. Then he must roll on the LOSE A BEARER table to see what they were carrying. The appropriate figures are marked off the Expedition worksheet and are out of the game. The Bearers' loads are lost.

1	DISCOVERY
<p>You have discovered the Ruins of an ancient city.</p>	
<p>Archeologist</p>	

27	DRUMS IN THE NIGHT
<p>D3 Bearers leave the Expedition.</p>	

3. MAP Move.

Step 1

If in a Mountain square on your Terrain Type chart, continue this step. If not in mountains go to Step 2.

Scouts

Scout in Expedition

If you are in a Mountain square and you have a Scout in your Expedition, he MUST make a SCOUT Skill roll. If successful, a way through the Mountains was found, go to Step 2. If failed, the Expedition cannot move. The Expedition is not Lost. You just cannot find a way through the Mountains in the direction you want to go.

No Scout in Expedition

If there is no scout with the Expedition, the Expedition Leader MUST make SAVE Skill roll using one-half, rounded down, of the Expedition Leader's SAVE number. If successful, a way through the Mountains was found, go to Step 2. If failed, the Expedition cannot move. The Expedition is not Lost. You just cannot find a way through the Mountains in the direction you want to go.

Step 2

Move your expedition on your map. This is a 1 square move. Movement is left or right, up or down, no diagonal movement is allowed.

Step 3

Determine the terrain in the square you just moved into if you have not been in the square before.

If using the "terrain generator", roll a D6 and consult the Terrain Type Chart. Left/right means move to the Terrain Type Chart square to the left/right. Up/down means move to the Terrain Type Chart square directly above /below your current Terrain Type Chart square. Stay means stay in your current Terrain Type Chart square. You now know the type of terrain in the Map square you just entered in Step 2.

Step 4

Determine if a village is present in the square even if you have been in the square before. Roll a D6. A result of 6 means a village is present. A result of 1 - 5 means no village present.

Step 5

Determine river status in your current Map square. Roll a D6 and consult the chart below.

Die Roll	Not following a River	Following a River
1	Nothing.	River continues straight.
2	Nothing.	River continues straight.
3	Nothing.	River continues straight.
4	Nothing.	River turns right.
5	Found a River.	River turns left.
6	Found a River.	River forks left and right.

The river goes where it goes even if it goes in a circle. Weird, huh.

4. Determine Native Presence.

If you moved into a square this turn, determine if there are Natives present when you show up even if you have been in the square before. If you did not move into the square, meaning you were in it your previous turn, then you do not check for Natives. Movement causes Native checks. So you can sit in a square forever and Natives will only show up when an EVENT card causes them to. But what fun is that?

Roll a D20. Consult the charts below. If the table result is DRAW, then draw one Native card. You have encountered Natives of some sort.

Village in Square		No Village in Square	
D20 Roll	Results	D20 Roll	Results
1 – 16	DRAW	1 – 10	DRAW
17 – 20	Empty	11 – 20	Empty

Native Cards

The Native cards will tell you the number of Natives encountered and a D20 result table for the Natives Reaction to the Expedition. The card will also give the Native FIGHT and SHOOT Skills, what they are armed with, and their movement rate. All Native types take one hit and do not have a SAVE.

Examples

Sample Card 1 results in 6 Natives, 3 armed with hand weapons, 3 armed with rifles with a range of 24". Sample Card 42 results in 7 Pygmies armed with blowguns with a range of 12". See the Weapons section for details on the various weapons available.

1	Natives - 3HW 3R24		
	Friendly	Neutral	Hostile
	01-12	13-18	19-20
	Fight	Shoot	Move
	3	4	8"

42	Pygmies - 7BG12		
	Poison Darts: -2 to SAVE if hit		
	Friendly	Neutral	Hostile
		01-10	11-20
	Fight	Shoot	Move
	2	4	8"

5. Determine Native Reaction.

Missionaries

If there is a Missionary in the Expedition, you **MUST** use that Skill. You can **NOT** use Gifts or the Interpreter skill. In his heart-felt zeal the Missionary barges to the front of the Expedition and takes over dealing with the Natives. Gifts are discouraged. Interpreters shunned. The Missionary does not want his new flock corrupted by the sins of the world until he has them firmly converted.

You **MUST** use this skill when your Expedition encounters NATIVES or TRIBALS. Instead of the normal Determine Native Reaction rolls using the cards, the Explorer with the Missionary skill **MUST** try to convert the Natives. The Explorer makes a Missionary Skill Roll. If successful, the Natives are Friendly. If failed, the Natives attack, go directly to the Resolve Hostile Reaction phase. This Skill is **ONLY** used for NATIVES and TRIBALS. Every successful use of the Missionary Skill earns the Expedition 4 Loot loads as the natives offer gifts to the Missionary.

No Missionaries

If there is **NO** Missionary in the Expedition, you may use Gifts and/or Interpreters to influence the Native Reaction.

Gifts

The Expedition player **MAY** modify the Native reaction roll by giving the Natives Trade Loads as gifts. For each Trade given to them before the die roll is made, -5 is applied to the Native reaction roll.

Interpreters

If your Expedition includes an Explorer with the Interpreter Skill, you **MUST** use the Interpreter to modify the Native reaction roll. Make an INTERPRETER Skill Roll. If successful, -5 is applied to the Native reaction roll, otherwise +5 is applied the Native reaction roll.

You may use both Trade gifts and the Interpreter Skill.

Using the Native Card

Roll a D20 for the Native reaction to your Expedition even if you have been in the square before. Consult the Native card for the D20 results chart.

Reaction Results

Friendly means you may Barter or Buy, and you may Hire 1D6 bearers if you want to and can afford them. Friendly Natives will Barter, Buy, and hire Bearers. Friendly Tribals will only Barter. You may also attempt to talk to the Village Elders of Natives or Tribals, see the Barter and Buy section.

Neutral means you cannot Barter, Buy, or Hire, but you will not be attacked either.

Hostile means you cannot Barter or Buy, or Hire. The Natives attack! Make a note of how many attackers there are. You will get points for them when Cashing In.

6. Resolve Hostile Reaction.

ENCOUNTERS are carried out on a 30" x 30" BOARD. The ENCOUNTER lasts 4 turns or until 50% or more of the Natives are destroyed by any means.

- Step 1. Divide the BOARD into 4 quadrants by bisecting the Board north to south and east to west. Number the four BOARD QUADRANTS 1 to 4. Number the BOARD SIDES 1 to 4.
- Step 2. The Expedition player rolls a D20. On the appropriate terrain table find the row equal to the D20 result to get the list of terrain features.
- Step 3. The players take turns choosing and placing terrain pieces from the list. The Expedition Player goes first. Then the Native Player.
- Step 4. The player, whose turn it is to place a piece of terrain, picks the terrain and rolls a D6.

1 to 4 = put the terrain piece anywhere in the quadrant with the corresponding number.
 5 = the Expedition player may place the terrain anywhere in any quadrant.
 6 = the Native player may place the terrain anywhere in any quadrant.

If a piece of terrain does not have room to be placed in a quadrant do not place it.

Streams: the quadrant for placement is the starting quadrant. Roll a D6.

1-3 = the stream goes all the way from side 1 to 3.

4-6 = the stream goes all the way from side 2 to 4.

The starting position in the starting quadrant is up to the player placing the stream.

- Step 5. Repeat Steps 3 and 4 till all the terrain is placed.

TERRAIN LISTS

JUNGLE	
D20	Terrain Features
1, 2	5 Jungle
3, 4	5 Jungle
5, 6	5 Jungle, 1 Rough
7, 8	5 Jungle, 1 Rough
9, 10	5 Jungle, 1 Rough, Stream
11, 12	5 Jungle, 1 Rough, Stream
13, 14	5 Jungle, 2 Rough
15, 16	5 Jungle, 2 Rough
17, 18	5 Jungle, 2 Rough, Stream
19, 20	5 Jungle, 2 Rough, Stream

SAVANNA	
D20	Terrain Features
1, 2	None
3, 4	None
5, 6	None
7, 8	1 Jungle
9, 10	1 Jungle
11, 12	1 Jungle, Stream
13, 14	2 Jungle
15, 16	2 Jungle
17, 18	2 Jungle
19, 20	2 Jungle, Stream

DESERT	
D20	Terrain Features
1, 2	None
3, 4	None
5, 6	None
7, 8	None
9, 10	1 Jungle
11, 12	1 Rough
13, 14	1 Rough, 1 Jungle
15, 16	2 Rough
17, 18	2 Rough, 1 Jungle
19, 20	2 Rough, 1 Jungle

MOUNTAIN	
D20	Terrain Features
1, 2	2 Jungle
3, 4	2 Rough
5, 6	1 Jungle, 1 Rough
7, 8	1 Jungle, 1 Rough
9, 10	2 Jungle, 1 Rough, Stream
11, 12	2 Jungle, 1 Rough, Stream
13, 14	2 Jungle, 2 Rough
15, 16	2 Jungle, 2 Rough
17, 18	3 Jungle, 2 Rough
19, 20	3 Jungle, 2 Rough, Stream

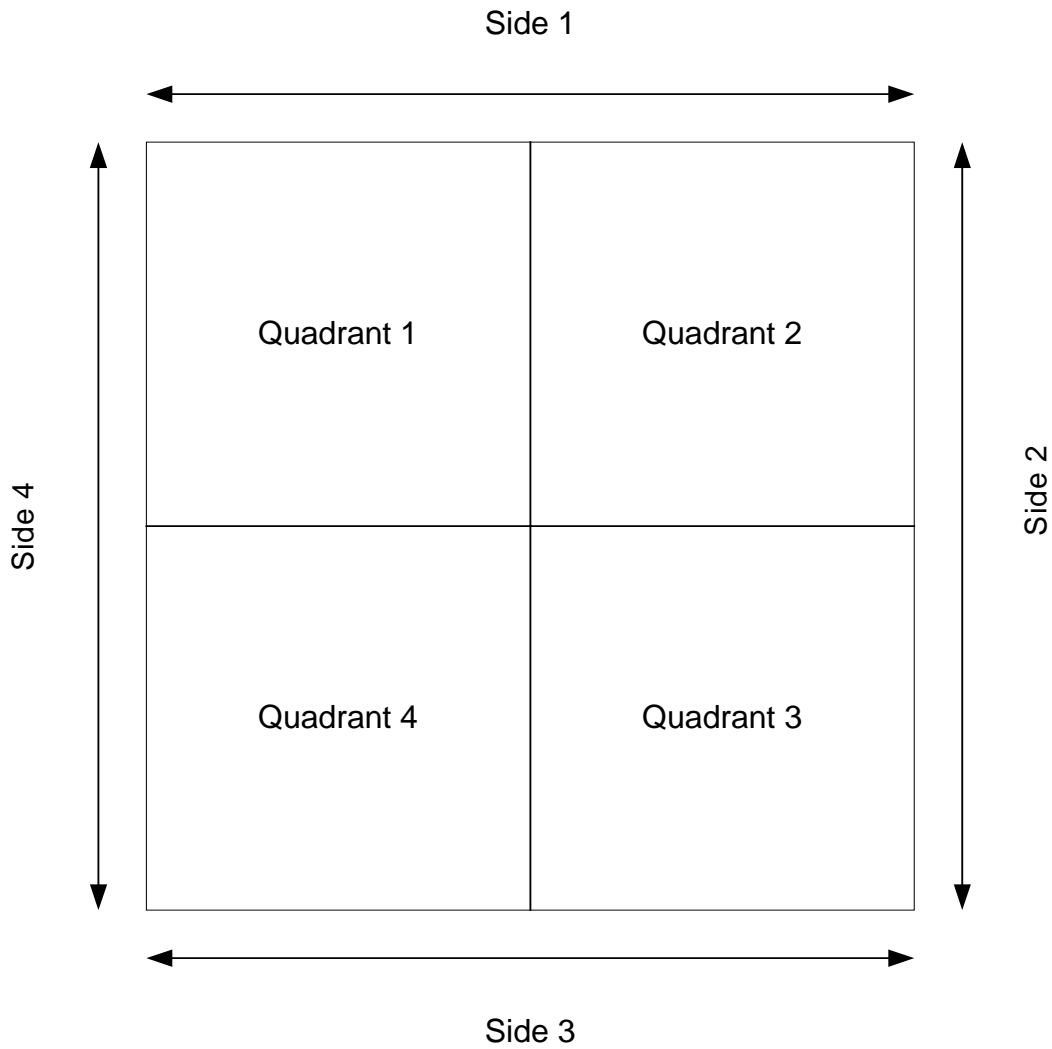


Diagram of how the board is bisected and numbered.

Native Entry Side

The Native player secretly determines one or two sides he will enter on. Half his figures must enter from each side if two sides are chosen. Write down the side(s) of entry or use dice or homemade chits, etc.

Scouts

If your Expedition has an Explorer with the SCOUT Skill, you MUST make a SCOUT Skill check.

If SUCCESSFUL, the Native player must tell you his entry side(s). In addition, the Native players MAY NOT SHOOT during his first turn.

If UNSUCCESSFUL or you do not have an Explorer with the SCOUT Skill, the Native player does not tell you his entry side(s). You must set up without this knowledge. It's an ambush after all. In addition, the Native player MAY SHOOT during his first turn if the missile-armed figures are placed on the BOARD adjacent to the edge and NOT MOVED.

Expedition Set Up

Your Expedition is set up in the CENTER OF THE BOARD in OPEN terrain. All figures must be in base-to-base contact with another figure of the Expedition. In other words, the Expedition must be set up in a solid mass in OPEN terrain CENTERED ON THE CENTER of the BOARD. Bearers must be in a single group. This is because they are in “march column” trekking through the Wilds, not a battle formation.

If you have failed to Scout the Natives, you must set up in a column 3 figures wide. Explorers/Soldiers/Askaris may be at the front or rear of the column, or both, but not along the sides of the column. Explorers/Soldiers/Askaris must maintain the 3-figure wide column formation. See diagram 1.

If you have successfully scouted the Natives, you may set up in a column 3 or 4 figures wide INCLUDING Explorers/Soldiers/Askaris. Explorers/ Soldiers/Askaris may be along any side(s) of the column. See diagram 2.

E = Explorer, S = Soldier, A = Askari, B = Bearer in the diagrams below.

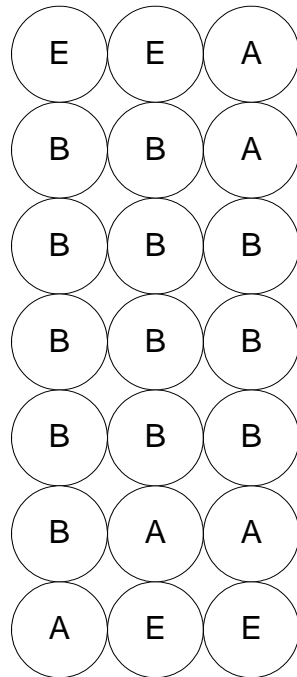


Diagram 1

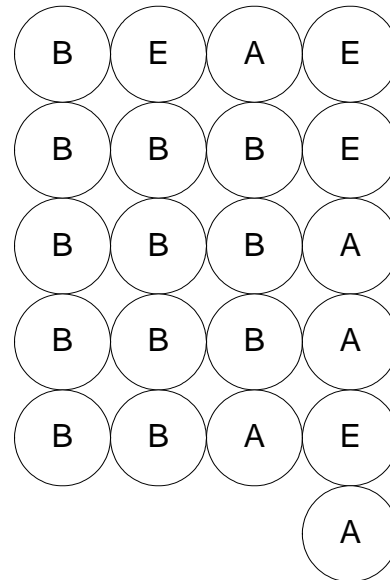


Diagram 2 with attack coming from right.

Actions

Each figure may perform ONE action during a turn. Each figure may do one of the following actions: Shoot or Move/Fight or some scenario specific action.

Sequence of on Board Turns

First Native Turn: the Native player moves his figures onto the Board from his chosen side(s). Shooting and hand-to-hand Fighting are not allowed, only movement. See the movement rules. Exception: see Unsuccessful Scout Skill roll under Native Entry Side above.

First Expedition Turn: You shoot or move/fight with each figure in your Expedition. All Bearers or any figures carrying Loads cannot initiate hand-to-hand. They can only defend themselves. They cannot shoot. They cannot move closer to Bad Things they can see.

Second through Fourth Native Turn: The Native player may shoot or move/fight with each figure in his native group.

Second through Fourth Expedition Turn: You may shoot or move/fight with each figure in your Expedition. All Bearers or any figures carrying Loads cannot initiate hand-to-hand. They can only defend themselves. They cannot shoot. They cannot move closer to Bad Things they can see.

After EACH player's turn, move ALL Animals on the Board except those that are Fighting.

The Action Sequence

Native Player Turn

1. SHOOT

The NATIVE player missile weapon armed figures not in contact with enemy or animals may shoot according to the SHOOTING rules. Any animals generated by shooting are placed on the BOARD as they are generated.

2. MOVE

The NATIVE player figures not in contact with enemy or animals and who did not shoot move according to the MOVING rules. This includes moving into contact.

3. FIGHT

The NATIVE player figures in contact with enemy or animal figures fight according to the FIGHTING rules. Any animals generated by fighting are placed on the BOARD as they are generated.

4. ANIMALS

Any animals in contact with EXPEDITION player figures fight according to the FIGHTING rules. Any animals generated by fighting are placed on the BOARD as they are generated. Any animals not in contact move according to the ANIMAL MOVING rules.

Expedition Player Turn

1. SHOOT

The EXPEDITION player missile weapon armed figures not in contact with enemy or animals may shoot according to the SHOOTING rules. Any animals generated by shooting are placed on the BOARD as they are generated.

2. MOVE

The EXPEDITION player figures not in contact with enemy or animals and who did not shoot move according to the MOVING rules. This includes moving into contact.

3. FIGHT

The EXPEDITION player figures in contact with enemy or animal figures fight according to the FIGHTING rules. Any animals generated by fighting are placed on the BOARD as they are generated.

4. ANIMALS

Any animals in contact with NATIVE player figures fight according to the FIGHTING rules. Any animals generated by fighting are placed on the BOARD as they are generated. Any animals not in contact move according to the ANIMAL MOVING rules.

Clever Players reading this will realize the Action sequence is the same for both players, only the roles are reversed. But I will spell it out as noted above in case there is any confusion.

Shooting

Each figure has 180-degree facing and field of view toward the figures front. Shooting is based on the figure's facing.

Line of sight (LOS) is a straight line from the top of one figure's head to the top of another figure's head. Line of sight is blocked by figure bases and terrain as explained by the Rules and/or GM before starting the game.

Each shooting figure must pick one figure as their target. No more than TWO figures may shoot at any ONE enemy figure. You may observe the result of firing by one figure BEFORE firing with another figure.

Exception: Shooting at animals does not follow this procedure. You may shoot as many figures as you want at an animal.

Figures in terrain gain the shooting modifiers of the terrain.

Shooting Procedure

- Step 1. Pick a target.
- Step 2. Measure range. If outside of maximum range the shot is wasted.
- Step 3. Find the shooting figure's SHOOT Skill.
- Step 4. Adjust the SHOOT Skill number using the adjustments listed below
 - 1 Target in Light Cover.
 - 2 Target in Heavy Cover.
 - +2 Large Target.
- Step 5. Make a SHOOT Skill Roll against the adjusted SHOOT Skill number.
- Step 6. If successful, you hit. If failed, you missed.
- Step 7. If the hit figure has a SAVE skill, make a SAVE Skill roll for the hit figure.
 - If successful, the figure survives.
 - If failed, the figure is removed from the game.

TERRAIN ADJUSTMENTS FOR SHOOTING	
Jungle	If a figure's base is entirely inside a Jungle area, it must be touching an edge to shoot or be shot at. Heavy Cover for Shooting. Blocks LOS.
Rough	If base is entirely inside a Rough area, it must be touching an edge to shoot or be shot at. Light Cover for Shooting. Blocks LOS.
Stream	No Cover for Shooting. Does not block LOS.

Moving

Figures always move individually. Measure each figure's movement separately taking into account terrain adjustments and any special rules.

There is no charge move. To fight hand-to-hand simply move your figure into base to base contact with the figure you want to fight.

The movement distance for all figures is 8 inches or as noted on the NATIVE or ANIMAL cards. This may be modified by terrain adjustments.

TERRAIN ADJUSTMENTS FOR MOVING	
Jungle	2 for 1. For example, 1 inch moved cost 2 inches of movement.
Rough	2 for 1. For example, 1 inch moved cost 2 inches of movement. BEFORE each move while in Rough Ground, roll a D6. Stuck on a 6. Free up on 4 – 6. Can move on turn freed up.
Stream	2 for 1. For example, 1 inch moved cost 2 inches of movement. BEFORE each move while in a Stream, roll a D6. Stuck on a 4 - 6. Free up on 4 – 6. Can move on turn freed up.

Fighting

If a figure is in base-to-base contact with enemy figures, animals, etc., hand-to-hand combat is fought.

A maximum of TWO figures can fight a SINGLE enemy figure. Figures fighting two enemy figures must pick which one of the two enemy figures they will attack BEFORE rolling the dice.

Fighting is simultaneous. Figures from both sides get to fight. If they are killed they still get their chance to fight back before being removed.

For each figure in base to base contact:

- Step 1. Find the figure's FIGHT Skill.
- Step 2. Make a FIGHT Skill Roll for the figure.
- Step 3. If successful, you hit. If failed, you missed.
- Step 4. If the hit figure has a SAVE skill, make a SAVE Skill roll for the hit figure.
If successful, the figure survives.
If failed, the figure is removed from the game.

Withdrawing from Fighting

A Figure may withdraw from hand-to-hand Fighting.

- Step 1. Indicate the figure that wants to withdraw from Fighting.
- Step 2. Up to TWO enemy figures in base-to-base contact get one free attack at the withdrawing figure. The withdrawing figure does not fight back, but may make a SAVE Skill roll normally if hit.
- Step 3. If the withdrawing figure survives, it may move as desired, but may not end up in base-to-base contact with any enemy figures.

Running Away

An Expedition may run away from a fight if the Expedition Leader feels the need. This is done by moving the Expedition figures off the Board using normal movement rules. This will end the combat. However, it is not without risk. All figures that ran away must roll a D20 to determine if they rejoin the Expedition or fail to return.

No points are awarded to the Expedition for the combat if you have your Expedition run away.

REJOIN AFTER RUNNING AWAY		
Member	Rejoin	Never Seen Again
Explorer	1 - 18	19 - 20
Soldier	1 - 15	16 - 20
Askari	1 - 12	13 - 20
Bearer	1 - 10	11 - 20

7. Talking to Village Elders

If your Expedition has moved into a square and found a FRIENDLY VILLAGE and you have an Explorer with the INTERPRETER Skill, you MAY attempt to talk to the Village Elders. You may only attempt this once per turn after moving into a square that contains a friendly Village. If you don't move into a square containing a Village, meaning you were in the same square last turn, you cannot talk to the Village Elders.

If you chose to do this, you must give the Village Elders 1 Food or Trade or Loot as a gift. Then crossing your fingers, you send in your Interpreter.

Interpreter

The Explorer must make an INTERPRETER Skill Roll. If successful, you may ask the Village Elders (the GM) one question. If unsuccessful, you were unable to get anything useful from the Elders.

8. Barter or Buy

The Expedition does not have to be at a Village to Barter or Buy. It must have encountered FRIENDLY Natives. Food and Trade may be bartered or bought and Bearers may be bought (hired) from Friendly Natives. Tribals will only Barter. You cannot buy Food or Trade, or Bearers from them. They don't do money.

You can Barter or Buy, not both. You can buy Bearers regardless of whether or not you bartered or bought Food or Trade.

Barter

To Barter, roll 1D20 and find the result on the Barter table. This is the current exchange rate for Barter this turn. You will roll on this table each turn you want to Barter. After determining the Rate you may Barter for whatever you have up to the limits of what you are carrying or decide you don't want to barter this turn.

You cannot go round in circles trading. For example, you roll 1D20 for Rates and roll a 4. You can Barter 1 item(Food or Trade) for 3 items of the other Load type. Say you go for Food for Trade. You give the Natives 1 Food, they give you three Trade Loads. You cannot turn around and Barter the 3 trade for 9 food. You chose to Barter Food for Trade and that's all you can do for this turn. Don't get greedy.

BARTER RATES		
D20 Roll	Give	Get
1 - 4	1	3
5 - 8	1	2
9 - 12	1	1
13 - 16	2	1
17 - 20	3	1

Buy

To Buy, roll xD6 to determine the number of items that are available. Then purchase one item at a time, rolling 1D6 to determine the cost of each item as it is bought. Bearers have a fixed cost. If you roll a cost for an item that exceeds your remaining money, you lose all your remaining money and get nothing in return.

For example, you have \$7 left, and want to purchase Food. You roll 2D6 and get a 5. So there are 5 Food available for purchase. You roll 1D6 for the cost of the first Food item. It is a 3. Great you just bought a Food and have \$4 remaining. Now you decide to buy another Food. You roll 1D6 for cost. You roll a 5. Sorry, you just got out traded. You lose your \$4 and get nothing in return.

BUY RATES		
Item	# Available	Cost of Each
Empty Bearer	1D6	\$ 5
Food	2D6	\$ 1D6
Trade	1D6	\$ 1D6

9. Consume

Mark off one food for each 10 members of the expeditions or fraction thereof, NOT INCLUDING Bearers. For example, 8 non-bearers use one food, 11 non-bearers use 2 food.

If you do not have enough Food to feed your entire Expedition, mark off all your Food and continue as if you had no Food. For example, you have 1 Food and 14 non-Bearers. You need two Food to feed the entire Expedition. So cross off your One Food and continue as if you had no Food. That means either a Hunter brings in the Food or you do the process under the No Food below.

Hunters

If you have no Food and you have a Hunter in the Expedition, you may make HUNTER Skill Roll. If successful the Hunter managed to get enough Food to feed the entire Expedition, otherwise the Expedition still has No Food.

No Food

If there are no Food Loads, mark down one turn without food. Then each Expedition member INCLUDING Bearers must roll 1D6. If the D6 result is \leq the number of turns without food, the member is removed from the expedition if they do not make a successful SAVE Skill roll. If the Expedition somehow gets enough Food to feed the entire Expedition, erase all the marks for turns without food. Remember, if a Bearer dies, roll on the Lose A Bearer table to see what he was carry when he dropped out of the Expedition.

For example, if you have been without Food for two turns you must roll a D6 for every figure in the Expedition and get result greater than two to avoid starving. Each figure that rolls a 1 or a 2 must make SAVE SKILL test. Success means the figure survives. Failure means the figure has starved to death. Remove it from the game. Remember, for each Bearer lost you must roll on the LOSE A BEARER table to see what kind of Load the lost Bearer was carrying. The Load is also lost.

Lose Somebody

What to do when the Expedition loses somebody due to EVENTS (not shooting or fighting). Roll on the Lose Somebody Table.

LOSE SOMEBODY TABLE	
D20 Roll	Who
1 - 2	Explorer
3 - 6	Soldier
7 - 12	Askari
13 - 20	Bearer

If an Explorer is rolled, randomize the choice from among all the Explorers in your Expedition.

Whenever a Bearer is rolled, roll on the LOSE A BEARER Table to randomize losses.

If the Somebody is not in the Expedition, move down one row on the table till you find a valid entry or you move off the table. The figure gets one attempt to make a SAVE Skill roll to avoid whatever is about to happen to them.

Lose A Bearer

When you lose a bearer for ANY REASON including shooting or fighting, roll on the LOSE A BEARER Table.

LOSE A BEARER TABLE	
D20 Roll	Who
1 - 5	Loot Bearer
6 - 10	Trade Bearer
11 - 15	Food Bearer
16 - 20	Empty Bearer

If the Bearer to lose is not in the Expedition, move down one row on the table. If you move off the table go to the top and proceed until you reach a Bearer type you have. If all Bearers are carrying the same Load or are Empty, just pick any of them. The figure gets one attempt to make a SAVE Skill roll to avoid whatever is about to happen to them.

If there are no Bearers in the Expedition, then nothing happens.

IMPORTANT NOTE: When you lose a Bearer you lose his Load. It's gone, period. Any questions?

Cashing In

When an Expedition returns to its START square it is transported back to Jimville where the following activities take place. Soldiers/Askaris/Bearers are released from service. Explorers remain with the Leader. All loads are sold. This is known as Cashing In.

A Sample Cashing In Values table is shown below. Work the chart top to bottom to Cash In. Important Note: Feel free to change this chart to suit your needs. If Expeditions start having too much money just make a new chart that doesn't pay as much till the money levels drop to a level you want.

Things	Value
Food	\$ 2
Trade	\$ 3
Loot	\$ 2D20
ALL Females in Expedition Returned Safely	\$ 1D20
EACH Female in Expedition Lost	Lose \$ 1D20
Each Combat Won	\$ 10 + number of Attackers
Each NEW MOUNTAIN Square with RIVER Explored	\$ 20 + 1D20
Each NEW MOUNTAIN Square without River Explored	\$ 10 + 1D20
Each NEW non-Mountain Square with RIVER Explored	\$ 15 + 1D20
Each NEW non-Mountain Square without River Explored	\$ 5 + 1D20
Discovered Village	\$ 10 + 1D20
Discovered New Geological Feature (Geologist \$50/each)	\$ 10 + 1D20
Discovered New Species of Plant (Botanist \$50/each)	\$ 20 + 1D20
Discovered New Species of Animal (Biologist \$50/each)	\$ 20 + 1D20
Discovered New Species of Primate (Anthropologist \$50/each)	\$ 20 + 1D20
Discovered New Species of Dinosaur (Paleontologist \$50/each)	\$ 40 + 1D20
Discovered Ruins (Archeologist \$50/each)	\$ 30 + 1D20
Special things	As stated by Card or GM

Remember to check for Explorer Special Skills as noted on the sample Cashing In Chart above.

The dollar total after cashing in can be used for these things.

1. Outfitting a New Expedition
2. Increasing Explorers' Skills

Points for increasing an Explorer's Skills

The dollar total after "Cashing In" is divided by 100, dropping fractions. The resulting number is the number of points, which may be used to increase Explorer Skills. EACH Expedition Explorer may increase ONE and ONLY ONE Skill by 1 point. Excess points are lost. See Outfitting an Expedition for Skill maximum values.

Animals

Animals have 3 Skills and Special Rules. The Skills are:

FIGHT the number used when in hand-to-hand/flipper/claw/whatever combat.

HITS the number of wounds the thing can take before being removed from the game.

MOVE the number and type of die to roll to give the distance in inches the Animal can move that turn.

Animals use the special direction die with arrows on each side to determine a random direction for movement and appearance.

Animals can appear randomly or as directed by the Game Master.

Random Appearance:

- Step 1. Animals appear when anyone rolls a D20 for any reason and scores a 20 during an Encounter played out on the BOARD such as native attacks or special events as directed by the GM. When the dreaded 20 is rolled, draw one ANIMAL Card.
- Step 2. Roll 2D6 and a Random direction die. Place the Animal 2D6 inches in the random direction indicated from the figure that rolled the dreaded 20.

Moving:

- Step 1. Animals move after EACH player's turn during activity played out on the Board.
- Step 2. For each Animal not in base to base contact with a non-Animal figure, roll the number of D6 indicated on the ANIMAL Card and a Random Direction Die. Move xD6 total inches in the direction indicated by the Random Direction Die, avoiding obvious bad things like cliffs, etc. Animals aren't stupid, just random.
Ignore all terrain penalties and effects.
Animals move as desired in the direction determined by die roll and must move full distance each turn if possible. Animals are moved by a Player conveniently near them. Don't worry, the other Players will monitor the Animal movement and ensure the proper bad things happen!

All Animals will fight if they run into figures or vice versa. Fight using values and notes on the ANIMAL Card.

Some Animals will attack if within a specified distance. If figures are within the attack distance, simply move the Animal into contact with the NEAREST unfortunate figure. If it isn't obvious who is the nearest figure, measure for nearest figure from the Animal's head to the figure's head. For ties, just roll a D6 for each figure. High rolling figure is attacked. Fight using values and notes on the ANIMAL Cards.

Animals will not fight one another.

ONLY TWO animals or herd groups can be on the BOARD at one time.

Sample Animal Card:

Animals can be added and removed simply by adding or removing the cards. You need only make cards for the animals you have. If you have only one of something, then only one card is put in the deck. Cards allow us to get one of some cool model, make a card, add it to the deck and we are ready to play. The Players like the cards because all the info for the animal is right in front of them.

Have fun with the animals. Don't make them too powerful, just enough to scare the Explorers. My group looks forward to the animals. Who will the T-Rex munch on? Good fun.

28	Pterodactyl		
Attack anyone 6" or less away.			
Fight Hits Move			
5 2 3D6"			

Sample Animal Card.

Optional Rule – Pack Animals

A pack animal is almost always a domesticated Jimland Wild Mule as they are plentiful, tough, can go anywhere a man can walk, and make reasonable eating. You may use any animal you would like as a pack animal. ALL pack animals, regardless of the figures used, follow these rules.

Cost

Pack animals cost are shown on the Others table in the Create an Expedition section. They can only be purchased in Jimville when outfitting your Expedition. Pack animals remain with the Expedition after the Expedition returns to Jimville and "Cashes In", just like Explorers.

Maximum Number per Expedition

An Expedition may have a maximum of **FOUR** pack animals.

Load Capacity

A pack animal can carry **SIX** food or trade goods or loot or any combination thereof. You must keep track of each pack animal's load. Like Bearer loads, they are not really assigned to a specific animal. If lost, randomly determined which load the animal was carrying. A pack animal Load worksheet is at the bottom of the Expedition worksheet.

Load Costs

Loads for a pack animal are purchased separately, just like Loads for Bearers. Costs in Jimville are on the Loads Chart in Outfitting an Expedition. Cost of Food and Trade acquired in the Wilds is determined by the Buy or Barter rules. Loot cannot be purchased. It is a found item, normally associated with Events or Special Locations.

Handlers

Pack animal handler is not a Skill. It is a job assignment. Handlers control pack animals. Any Expedition member can be a pack animal handler or any attacking HUMAN figure such as tribal or pirate can be a handler and lead your valuable pack animal away! Pack animals cannot be handled by non-human figures. They just won't stand for it. Non-humans include skeletons, zombies, werewolves, beastmen, etc. Only "normal" human figures can be a pack animal handler. As always, the GM can determine who can be a handler based on the game situation. For example, a GM may determine that fifteen-foot tall, green, four-armed Martians can be Handlers when playing a game on Mars. The game scenario is about Mars; the players are not on Mars. Got it? Ok. Let's move along.

To be considered in control the handler must be in base to base contact with the pack animal, and no enemy figures can be in contact with either the handler or the pack animal. A handler can control only ONE pack animal.

Expedition members who are functioning as a pack animal handler can NOT carry a Load, or Shoot, or initiate Fighting while controlling the pack animal.

If a handler or the pack animal is attacked by anything, the figure attacked must fight. The animal is no longer considered in control. Move the bases of the pack animal and its handler apart slightly to indicate visually that the pack animal is no longer controlled.

Pack Animals NOT in control MUST wander 2D6 inches in a random direction during ANIMAL movement.

Losing a Pack Animal and Its Loads

If a pack animal is killed by anything, EVERYTHING it is carrying is LOST. Just imagine it ran wildly off before it died or it was eaten in one gulp or whatever. Bummer, huh.

If the handler controlling a pack animal is lost due to an EVENT card the pack animal is LOST ALSO. If one or more of the Expedition members to be lost to an Event Card are a handling a pack animal, randomly determine if the lost Expedition member was the one handling a pack animal. Use any method you want for this, chits or chips in a cup, die rolling, playing cards, whatever. If an Expedition member makes his Save Skill roll for an Event, the pack animal is saved also.

Special Skills that save an Expedition member do NOT save a pack animal.

For example, an Event card calls for a 2 Bearers to be lost. You fail both Bearer Save rolls. You have eight Bearers, two are pack animal handlers. Number the bearers 1 - 8. Randomly determine which bearers are lost. If the bearers are pack animal handlers, then the pack animals and their loads are lost.

Pack Animal Skills

OTHERS Cost and Skills						
	W	Save	Shoot	Fight	Loads	Cost
Pack Animal	none	8	-	2	6	30

Shooting

A maximum of two figures may shoot at a single pack animal, just like any Expedition member. Pack animals cannot shoot. Doh!

Moving

If controlled, move as handler.

If not controlled, pack animals MUST move 2D6 inches in a random direction each ANIMAL movement phase. All ANIMAL MOVEMENT RULES APPLY to uncontrolled pack animal movement.

Fighting

Pack animals can NOT initiate Fighting. They can only fight in self-defense. A maximum of two figures may fight with a single pack animal, just like any Expedition member.

REJOIN AFTER RUNNING AWAY		
Member	Rejoin	Never Seen Again
Pack Animal, Controlled	As handler	As handler
Pack Animal, Uncontrolled	-	Always

Consume

Pack animals do not suffer from starvation. They eat anything available as they walk along.

Yes, you can eat your pack animals if you have no food. You must declare this BEFORE AND INSTEAD OF making a Hunter Skill roll. The pack animal feeds the entire Expedition for one turn. It tastes like chicken. Redistribute the poor animal's loads, if any.

Animals

Animals may attack a pack animal or its handler whichever is closest, just like anyone else in the Expedition.

Optional Rule – Explorer Pool

This is an item for those who would like to develop more than the maximum Explorers allowed on an Expedition in Jimland. Here's how it works.

1. You may have as many Explorers in your Pool as you want.
2. Each Explorer can only be created using money earned by your Expeditions.
3. Each Explorer must be created according to the "Create Explorers" rules.
4. Explorers not taken on an Expedition remain safely in Jimville.
5. Explorers not taken on an Expedition cannot gain Skill points when the Expedition returns.
6. When you create an Expedition you may select any Explorers in your Pool to go on the Expedition and/or create new Explorers according to "Create Explorers" rules.
7. There is one Leader in your Pool at any time and when your Expeditions head out into the Wilds of Jimland he will be it's Leader.
8. Each Special Skill may be assigned only once no matter how many Explorers are in the Pool. For example you might have eight Explorers in you Explorer Pool. One must be the Leader, only one can have the SCOUT Skill, only one can have the HUNTER Skill, etc.

EXPLORERS					
	Cost	W	Save	Shoot	Fight
Total Cost					

OTHERS							
	#	Each	Cost	W	Save	Shoot	Fight
Soldier		18		R 36	8	5	5
Askari		12		R 24	5	4	3
Bearer		5		none	3	-	2
Pack Animal		30		none	8	-	2
Food Load		5					
Trade Load		5					
Total Cost							

Starting Cash		
Explorer Cost		
Others and Loads Cost		
Total Cost		
Cash on Hand		

LOADS				
	FOOD	TRADE	LOOT	EMPTY
BEARERS				
PACK ANIMAL 1				
PACK ANIMAL 2				
PACK ANIMAL 3				
PACK ANIMAL 4				